Project Name	InfotAiMOS
Online team meeting	https://fau.zoom.us/j/67792730528
Production system (if any)	tba
Test system (if any)	tba
GitHub repository	https://github.com/amosproj/amos2022ws02-automotive-test-app/
GitHub feature board	https://github.com/orgs/amosproj/projects/5
GitHub impediments backlog	https://github.com/orgs/amosproj/projects/6
Team T-shirt (black, male)	https://www.shirtinator.de/t-shirts/gestalten/t-shirt-bedrucken#/load/share/eca1c484-76e3-403a-8df9-b080a79b659f
Team T-shirt (black, female)	https://www.shirtinator.de/t-shirts/gestalten/t-shirt-bedrucken#/load/share/fb698f2d-07cd-4e63-9301-62e7e0d35a1b
Additional materials	

Last Name	First Name	GitHub User Name	Email Address
Rehm	Ronja	ronjarehm	ronja.rehm@fau.de
Schreiner	Stefanie	stefanieschreiner	stefanie.schreiner@fau.de
Wüllner	Corinna	i315315	corinna.wuellner@fau.de
Güder	Emre	EmreR7	emre.gueder@fau.de
Hausding	Anders	andy3189	a.hausding@campus.tu-berlin.de
Lang	Daniel	Da-Lang-CS	daniel.l.lang@fau.de
Müller	Hanna	hanna-212	hanna.mueller@fau.de
Schmid	Tobias	tobischmd	tobias.schmid@fau.de
Sulzbach	Lara	LaraSlzb	lara.sulzbach@fau.de
Tuncay	Berkan Ender	BETuncay	berkan.tuncay@fau.de
-			

#	Meeting Day Product Owner	Software Developer	Release Manager	Scrum Master	Comment
1	2022-10-19 Corinna Wüllner, Stefanie	Everyone else	N/A	Ronja Rehm	
2	2022-10-26 Corinna Wüllner, Stefanie	Everyone else	Anders	Ronja Rehm	
3	2022-11-02 Corinna Wüllner, Stefanie	Everyone else	Berkan	Ronja Rehm	
4	2022-11-09 Corinna Wüllner, Stefanie	Everyone else	Daniel	Ronja Rehm	
5	2022-11-16 Corinna Wüllner, Stefanie	Everyone else	Emre	Ronja Rehm	
6	2022-11-23 Corinna Wüllner, Stefanie	Everyone else	Hanna	Ronja Rehm	
7	2022-11-30 Corinna Wüllner, Stefanie	Everyone else	Lara	Ronja Rehm	Mid-term due
8	2022-12-07 Corinna Wüllner, Stefanie	Everyone else	Tobias	Ronja Rehm	
9	2022-12-14 Corinna Wüllner, Stefanie	Everyone else	Anders	Ronja Rehm	
10	2023-01-11 Corinna Wüllner, Stefanie	Everyone else	Berkan	Ronja Rehm	
11	2023-01-18 Corinna Wüllner, Stefanie	Everyone else	Daniel	Ronja Rehm	
12	2023-01-25 Corinna Wüllner, Stefanie	Everyone else	Emre	Ronja Rehm	
13	2023-02-01 Corinna Wüllner, Stefanie	Everyone else	Hanna	Ronja Rehm	
14	2023-02-08 Corinna Wüllner, Stefanie	Everyone else	Lara	Ronja Rehm	Demo day!
15	2023-02-15 Corinna Wüllner, Stefanie	Everyone else	Tobias	Ronja Rehm	Retrospective

d visually pleasing app; good team work; good grades; continuous work throughout the semester
e contribution; respectful environment
·
assigned to do, in the agreed time frame; in case of questions/struggles ask for help; set realistic goals; work
assigned to do, in the agreed time name, in base of questions straggles ask for neith, set realistic goals, work
and a manating a planear information are a company and give information on work in tout forma
nd a meeting, please inform the team asap and give information on work in text-form
tructive communication; decisions should be made in consensus; if questions arise, take time to answer themm
have open communication about it, resolve issues in a respectful way; for assistance contact Scrum Master
es; give positive/negative feedback to team mates; exchange knowledge
s, give positive/negative recapacitie team mates, exemange knowledge
for a job well depos beyon a virtual beautogether
for a job well done; have a virtual beer together
o late to a meeting: sing a christmas carol
f

Product Vision Project Mission

The importance of infotainment systems in cars is increasing and users expect more and more connectivity in the car (Handelsblatt, 2005). At the same time, different car manufacturers use different infotainment systems, each customized systems immediately or with a time delay. It particularly focuses on the simulation to the specific needs of the respective manufacturers. With InfotAiMOS, our goal of these use cases in the context of navigation, steering wheel knobs, vehicle is to create an OpenSource Android Automotive test app, which can be used by properties, speech assistants, timers and test drives. This app should therefore, various software developers of infotainment systems to help them with the development of other apps and thus, make their work easier.

The mission of this project is to develop a functioning Android Automotive test app, that can help to test and simulate different use cases of infotainment provide the developers with a test system in which apps can be tested in a safe environment.

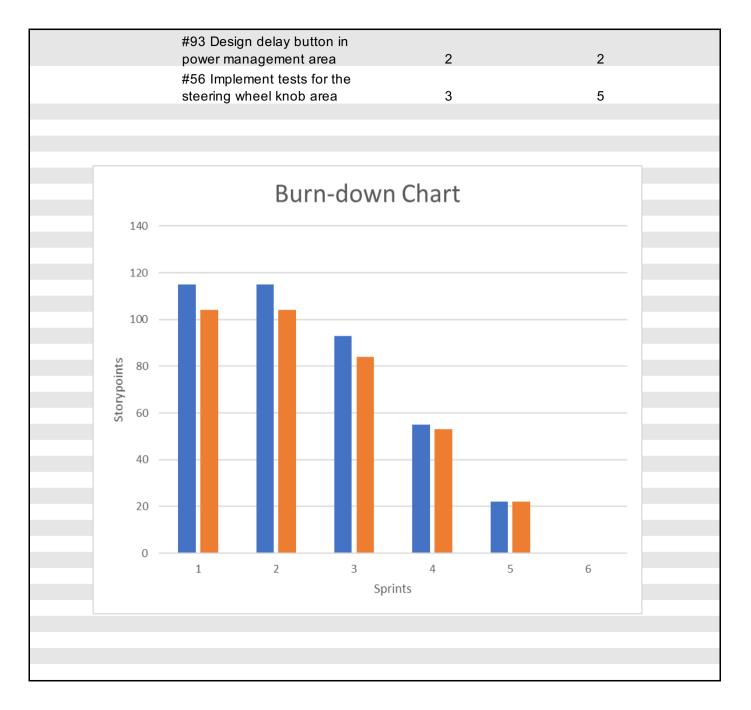
Term	Definition

Sprint	Theme Goal Feature Name	Est. Size	Est.	Real Size	Real Remaining
Releas	Se				
recicus					
	Total	115	0	104	0
Sprint	S				
			ated burn-d		Real burn-down
1	Initial organizational tasks	0	115	0	104
2	Familarization with project	0	115	0	104
3	Implementation of Navigation Context Area	22	93	20	84
4	Development of Navigation & Steering Wheel	38	55	31	53
5	Development of additional Areas	33	22	31	22
6	Implementation of Vehicle Properties Use Cases	22	0	22	0
Featur	es				
	luitial avecuirational table				
1	Initial organizational tasks				
	Set up development environment and te	am structures			
	#30 Set up development				
	#31 Set up SD kickoff-meeting				
2	Familarization with project				
	Familiarize with programming environmer				
	#9 Familiarize with Android				
	Automotive				
	#10 Familiarize with test driven				
	development				
	#11 Familiarize with Android				
	development				
	#12 Familiarize with Kotlin				
	#27 Fill Bill of Materials				
	#28 Come up with Software Architecture				
	#29 Create an App				
•	La la caracteria (No. 1 de la caracteria d				
3	Implementation of Navigation Context Area				

	Cupata and for positive time and			
	Create area for navigation use cases			
	#15 Design GUI for starting			
	page	3	3	
	#18 Implement GUI for use			
	cases in navigation context			
	area	3	3	
	#5 Design GUI for use cases in			
	navigation context area	3	3	
	#16 Implement functionality to			
	enter navigation use case area	3	2	
	#8 Simulate starting a			
	navigation	5	5	
	#14 Simulate ending a	<u> </u>	Ŭ.	
	navigation	3	2	
	#17 Implement back button to	<u> </u>		
	previous page	2	2	
	pievious page	۷	2	
4 Dev	velopment of Navigation and Steering Wheel A	\rea		
T De	Further development of navigation area and		steering wheel area	
	#61 Add an icon for the	a implomontation of c	Moon aroa	
	application	2	2	
	• •	L	2	
	#42 Design GUI for media play	2	3	
	area	۷	<u> </u>	
	#41 Implement functionality of			
	clicking on activeNavigation		_	
	Button	3	2	
	#39 Design GUI for showing			
	name and descriptions of			
	steering wheel buttons	3	2	
	#38 Implement click dummy to			
	implement button functionality	2	2	
	#37 Design GUI for steering			
	wheel	5	5	
	wheel	5	5	

		#35 Implement functionality of pressing a steering wheel button: voicecontrol	5	2
		#34 Implement functionality of pressing a steering wheel button: play/pause	5	2
		#33 Implement functionality of pressing a steering wheel button: skipForward	3	2
		#20 Implement functionality to enter steering wheel use case area	2	2
		#19 Design GUI for steering wheel area on starting page	3	2
		#13 Show that navigation is currently active	3	5
-	Daniela uma auta	£ additional ansas		
5		of additional areas development of steering wheel, w	whicle properties and power	management area
	i ditilei	#55 Implement tests for the	reflicie properties and power	management alea
		starting page	3	2
		#57 Implement tests for the navigation area	3	3
		#21 Implement GUI for steering	_	_
		wheel in Android Studio	5	5
		#40 Implement functionality to show name and description when clicking on a button	3	3
		#66 Implement toggle button to switch between functionality		
1		and description wheel	3	3

#25 Design GUI for vehicle properties area on starting page	5	5
#7 Implement GUI for use cases in the vehicle properties context area	2	2
#26 Implement functionality to enter vehicle properties use case area	2	2
#22 Design GUI for power management area on starting page	2	2
#24 Implement GUI for use cases in the power management context area	3	2
#23 Implement functionality to enter power management use case area	2	2
	_	_
n of Vehicle Properties Use Cases & Rep an Area to test Vehicle Properties	efactoring	
#58 Create the Build Process Video	5	5
#72 Implement functionality of pressing a steering wheel button: SeekForward	3	2
#51 Implement functionality to switch between day and night		
mode	5	5
#43 Implement functionality to enter media play use case area	2	2
#92 Design mute button in	_	_
power management area	2	1



Initial organizational tasks	Sprint	Theme Goal Feature Name	Est. Size	Est.	Real Size	Real Remaining
Total 259 0 246 0 0	Polose					
Initial organizational tasks	Reieas	G				
Initial organizational tasks		Total	259	0	246	0
Initial organizational tasks				-		-
Initial organizational tasks	Sprints					
2 Familarization with project 3 Implementation of Navigation Context Area 4 Development of Navigation & Steering Wheel Areas 5 Development of Navigation & Steering Wheel Areas 5 Development of Navigation & Steering Wheel Areas 6 Implementation of Vehicle Properties Use Cases 7 Steering Marchitecture of Marchite			Estima		own	Real burn-down
Implementation of Navigation Context Area 22 237 20 226	1		0		0	246
Development of Navigation & Steering Wheel Areas Development of additional Areas Development of additional Areas Development of of Vehicle Properties Use Cases Development of Timer Context Area & Speech Assistant Development ation of Timer Context Area & Speech Assistant Development ation of Timer Context Area & Speech Assistant Development ation of Timer Context Area & Speech Assistant Development ation of Timer Context Area & Speech Assistant Development and Under Context Area & Speech Assistant Development Area & Speech Assistant Development Area & Speech Assistant Development Brail B	2					246
5 Development of additional Areas 6 Implementation of Vehicle Properties Use Cases 7 Implementation of Timer Context Area & Speech Assistant 8 Implementation of Speech Assistant and Vehicle Properties Use Cases 9 19 94 14 97 9 Implementation of TestDrive area and further dev 10 Christmas Break 11 Implementation of Use Cases for recording test drives & further dev 11 Implementation of Use Cases for recording test drives & further dev 12 Further implementation of Use Cases for test drives and steering wheel 13 Last Implementations and Clean-Up for the Final Project Release 14 Creation of Final Project Presentation 15 Initial organizational tasks 16 Set up development environment and team structures 17 #30 Set up development branch in Github 18 #31 Set up SD kickoff-meeting 18 Familiarize with Android Automotive 19 #10 Familiarize with Android development 19 #11 Familiarize with Android development 11 #12 Familiarize with Motolin development 11 #12 Familiarize with Motolin development 11 #12 Familiarize with Motolin	3					226
Implementation of Vehicle Properties Use Cases Implementation of Timer Context Area & Speech Assistant Implementation of Timer Context Area & Speech Assistant Implementation of Speech Assistant and Vehicle Properties Use Cases Implementation of TestDrive area and further dev Implementation of TestDrive area and further dev Implementation of Use Cases for recording test drives & further dev Implementation of Use Cases for recording test drives & further dev Implementation of Use Cases for test drives and steering wheel Implementations and Clean-Up for the Final Project Release Interes Initial organizational tasks Set up development environment and team structures #30 Set up development branch in Github #31 Set up SD kickoff-meeting Familiarize with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with Android development #11 Familiarize with Kotlin	4					195
7 Implementation of Timer Context Area & Speech Assistant 8 Implementation of Speech Assistant and Vehicle Properties Use Cases 19 94 14 97 9 Implementation of TestDrive area and further dev 33 61 33 64 10 Christmas Break 11 Implementation of Use Cases for recording test drives & further dev 17 44 19 45 12 Further implementation of Use Cases for test drives and steering wheel 19 25 16 29 13 Last Implementations and Clean-Up for the Final Project Release 17 8 21 88 14 Creation of Final Project Presentation 8 0 8 0 8 Features 1 Initial organizational tasks Set up development environment and team structures #30 Set up development branch in Github #31 Set up SD kickoff-meeting 2 Familiarization with project Familiarize with Android Automotive #10 Familiarize with Android Automotive #11 Familiarize with Android development #11 Familiarize with Kotlin						
Implementation of Speech Assistant and Vehicle Properties Use Cases 19 94 14 97 Implementation of TestDrive area and further dev 33 61 33 64 Christmas Break	6					
9 Implementation of TestDrive area and further dev 33 61 33 64 10 Christmas Break 11 Implementation of Use Cases for recording test drives & further dev 17 44 19 45 12 Further implementation of Use Cases for test drives and steering wheel 19 25 16 29 13 Last Implementations and Clean-Up for the Final Project Release 17 8 21 8 14 Creation of Final Project Presentation 8 0 8 0 8 Features 1 Initial organizational tasks Set up development environment and team structures #30 Set up development branch in Github #31 Set up SD kickoff-meeting 2 Familiarization with project Familiarize with Android Automotive #10 Familiarize with Android development #11 Familiarize with Android development #12 Familiarize with Kotlin	•					
10 Christmas Break 11 Implementation of Use Cases for recording test drives & further dev 17 44 19 45 12 Further implementation of Use Cases for test drives and steering wheel 19 25 16 29 13 Last Implementations and Clean-Up for the Final Project Release 17 8 21 8 14 Creation of Final Project Presentation 8 0 8 0 Features 1 Initial organizational tasks Set up development environment and team structures #30 Set up development branch in Github #31 Set up SD kickoff-meeting 2 Familiarization with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with Android development #11 Familiarize with Android development #12 Familiarize with Kotlin		·				
11 Implementation of Use Cases for recording test drives & further dev 17 44 19 45 12 Further implementation of Use Cases for test drives and steering wheel 19 25 16 29 13 Last Implementations and Clean-Up for the Final Project Release 17 8 21 8 14 Creation of Final Project Presentation 8 0 8 0 Features 1 Initial organizational tasks Set up development environment and team structures #30 Set up development branch in Github #31 Set up SD kickoff-meeting 2 Familiarization with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with test driven development #11 Familiarize with Android development #12 Familiarize with Kotlin			33	61	33	64
12 Further implementation of Use Cases for test drives and steering wheel 19 25 16 29 13 Last Implementations and Clean-Up for the Final Project Release 17 8 21 8 14 Creation of Final Project Presentation 8 0 8 0 Features 1 Initial organizational tasks Set up development environment and team structures #30 Set up development branch in Github #31 Set up SD kickoff-meeting 2 Familiarization with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with Android development #11 Familiarize with Kotlin						
13 Last Implementations and Clean-Up for the Final Project Release 17 8 21 8 14 Creation of Final Project Presentation 8 0 8 0 8 0 8 0 8 10 14 Creation of Final Project Presentation 8 0 8 0 8 10 14 Creation of Final Project Presentation 8 10 8 10 8 10 8 10 8 10 8 10 8 10 8 1					• •	45
Features Initial organizational tasks Set up development environment and team structures #30 Set up development branch in Github #31 Set up SD kickoff-meeting Familiarization with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with Android development #11 Familiarize with Kotlin						
Features 1 Initial organizational tasks Set up development environment and team structures #30 Set up development branch in Github #31 Set up SD kickoff-meeting 2 Familarization with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with Android development #11 Familiarize with Android development #12 Familiarize with Kotlin						8
1 Initial organizational tasks Set up development environment and team structures #30 Set up development branch in Github #31 Set up SD kickoff-meeting 2 Familarization with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with test driven development #11 Familiarize with Android development #12 Familiarize with Kotlin	14	Creation of Final Project Presentation	8	0	8	0
1 Initial organizational tasks Set up development environment and team structures #30 Set up development branch in Github #31 Set up SD kickoff-meeting 2 Familarization with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with test driven development #11 Familiarize with Android development #12 Familiarize with Kotlin						
1 Initial organizational tasks Set up development environment and team structures #30 Set up development branch in Github #31 Set up SD kickoff-meeting 2 Familarization with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with test driven development #11 Familiarize with Android development #12 Familiarize with Kotlin	Feature	es				
Set up development environment and team structures #30 Set up development branch in Github #31 Set up SD kickoff-meeting 2 Familarization with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with test driven development #11 Familiarize with Android development #12 Familiarize with Kotlin						
Set up development environment and team structures #30 Set up development branch in Github #31 Set up SD kickoff-meeting 2 Familarization with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with test driven development #11 Familiarize with Android development #12 Familiarize with Kotlin	1	Initial organizational tasks				
#30 Set up development branch in Github #31 Set up SD kickoff-meeting 2 Familarization with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with test driven development #11 Familiarize with Android development #12 Familiarize with Kotlin		-				
#31 Set up SD kickoff-meeting Familiarization with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with test driven development #11 Familiarize with Android development #12 Familiarize with Kotlin		#30 Set up development branch in Github				
Familarization with project Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with test driven development #11 Familiarize with Android development #12 Familiarize with Kotlin		·				
Familiarize with programming environment #9 Familiarize with Android Automotive #10 Familiarize with test driven development #11 Familiarize with Android development #12 Familiarize with Kotlin		"or out up ob kiokon meeting				
#9 Familiarize with Android Automotive #10 Familiarize with test driven development #11 Familiarize with Android development #12 Familiarize with Kotlin	2	Familarization with project				
#10 Familiarize with test driven development #11 Familiarize with Android development #12 Familiarize with Kotlin		Familiarize with programming environment				
#11 Familiarize with Android development #12 Familiarize with Kotlin		#9 Familiarize with Android Automotive				
#11 Familiarize with Android development #12 Familiarize with Kotlin		#10 Familiarize with test driven development				
#12 Familiarize with Kotlin		•				
		•				
		#27 Fill Bill of Materials				

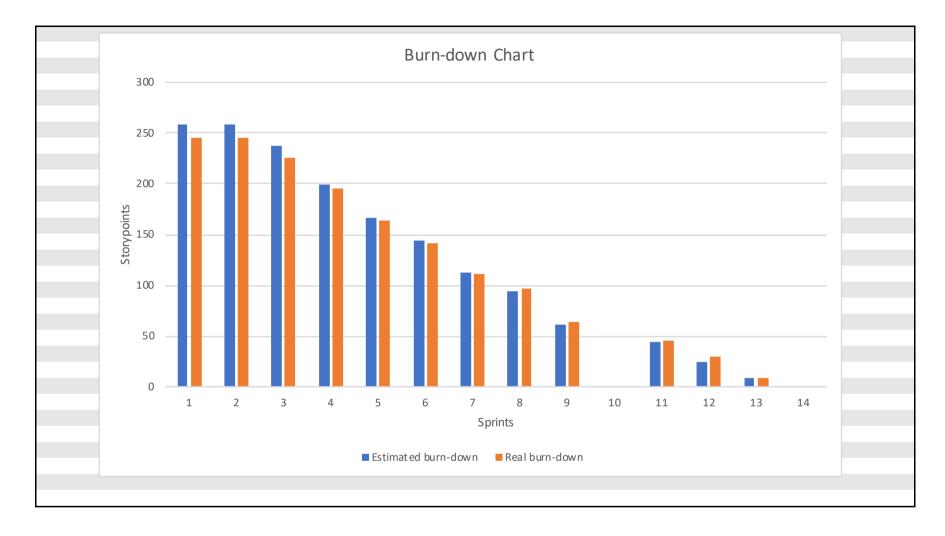
		#28 Come up with Software Architecture		
		#29 Create an App		
		,, C.ca.c a,pp		
3	Implementatio	n of Navigation Context Area		
	Create	area for navigation use cases		
		#15 Design GUI for starting page	3	3
		#18 Implement GUI for use cases in navigation context		
		area	3	3
		#5 Design GUI for use cases in navigation context area	3	3
		#16 Implement functionality to enter navigation use case		
		area	3	2
		#8 Simulate starting a navigation	5	5
		#14 Simulate ending a navigation	3	2
		#17 Implement back button to previous page	2	2
	D. Harris 1	CN to the control Wheel Access		
4	•	of Navigation and Steering Wheel Area	hool area	
	ruillei	r development of navigation area and implementation of steering wl #61 Add an icon for the application	2	2
		#42 Design GUI for media play area	2	3
		• •	2	3
		#41 Implement functionality of clicking on activeNavigation Button	3	2
		#39 Design GUI for showing name and descriptions of	3	2
		steering wheel buttons	3	2
		#38 Implement click dummy to implement button	O	_
		functionality	2	2
		#37 Design GUI for steering wheel	5	5
		#35 Implement functionality of pressing a steering wheel		
		button: voicecontrol	5	2
		#34 Implement functionality of pressing a steering wheel		
		button: play/pause	5	2
		#33 Implement functionality of pressing a steering wheel		
		button: skipForward	3	2
		#20 Implement functionality to enter steering wheel use		
		case area	2	2
		#19 Design GUI for steering wheel area on starting page	3	2

	#13 Show that navigation is currently active	3	5
5	6 1 No. 1		
•		a a mont area	
Furtner			0
	• • • • • • • • • • • • • • • • • • • •		2
	•		3
		5	5
	· · · · · · · · · · · · · · · · · · ·		
		3	3
	·	3	3
	#25 Design GUI for vehicle properties area on starting		
	page	5	5
	#7 Implement GUI for use cases in the vehicle properties		
	context area	2	2
	#26 Implement functionality to enter vehicle properties		
	use case area	2	2
	#22 Design GUI for power management area on starting		
	page	2	2
	#24 Implement GUI for use cases in the power		
	management context area	3	2
	#23 Implement functionality to enter power management		
	use case area	2	2
Implementation	n of Vehicle Properties Use Cases & Refactoring		
Develo	p an Area to test Vehicle Properties		
	#58 Create the Build Process Video	5	5
	#72 Implement functionality of pressing a steering wheel		
	button: SeekForward	3	2
	#51 Implement functionality to switch between day and		
	night mode	5	5
	•		
	case area	2	2
			1
	•		2
	Further	Pevelopment of additional areas Further development of steering wheel, vehicle properties and power mana #55 Implement tests for the starting page #57 Implement tests for the navigation area #21 Implement GUI for steering wheel in Android Studio #40 Implement functionality to show name and description when clicking on a button #66 Implement toggle button to switch between functionality and description wheel #25 Design GUI for vehicle properties area on starting page #7 Implement GUI for use cases in the vehicle properties context area #26 Implement functionality to enter vehicle properties use case area #22 Design GUI for power management area on starting page #24 Implement GUI for use cases in the power management context area #23 Implement functionality to enter power management use case area Implementation of Vehicle Properties Use Cases & Refactoring Develop an Area to test Vehicle Properties #58 Create the Build Process Video #72 Implement functionality of pressing a steering wheel button: SeekForward #51 Implement functionality to switch between day and night mode #43 Implement functionality to enter media play use	Development of additional areas Further development of steering wheel, vehicle properties and power management area #55 Implement tests for the starting page 3 #57 Implement tests for the navigation area 3 #21 Implement GUI for steering wheel in Android Studio 5 #440 Implement functionality to show name and description when clicking on a button 3 #66 Implement toggle button to switch between functionality and description wheel 3 #25 Design GUI for vehicle properties area on starting page 5 #7 Implement GUI for use cases in the vehicle properties context area 2 #26 Implement functionality to enter vehicle properties use case area 2 #22 Design GUI for power management area on starting page 2 #22 Design GUI for use cases in the power management context area 3 #22 Implement GUI for use cases in the power management context area 3 #23 Implement GUI for use cases in the power management use case area 2 #25 Implement functionality to enter power management use case area 3 #26 Implement functionality to enter power management area 3 #27 Implement functionality to enter power management area 3 #28 Create the Build Process Video 5 #72 Implement functionality of pressing a steering wheel button: SeekForward 3 #51 Implement functionality to switch between day and night mode 5 #43 Implement functionality to enter media play use case area 2 #92 Design mute button in power management area 2

	#56 Implement tests for the steering wheel knob area	3	5
7	Implementation of Timer Context & Speech Assistant Area		
	Develop an Area for the timer context and the Speech Assistant		
	#100 Simulate speech announcement in navigation		
	context area	5	5
	#113 Design GUI for App Settings area on starting page	2	2
	#114 Implement functionality to enter App Settings context are	1	1
	#123 Implement GUI for use cases in App Settings	•	·
	Context area	2	2
	#115 Move functionality for switch between day/night		
	mode to App Settings context	2	2
	#101 Design GUI for timer area on starting page	2	2
	#102 Implement functionality to enter timer use case area	1	1 5
	#117 Implement GUI for list in timer area	5	ა ა
	#105 Design GUI for speech assistant area on starting	2	2
	page	2	2
	#106 Implement functionality to enter speech assistant	1	1
	use case area	ı	, , , , , , , , , , , , , , , , , , ,
	#124 Implement GUI for use cases in Speech Assistant context area	1	1
	#104 Implement functionality for timer in timer context are	5	5
	#103 Design Delay button in speech assistant area	2	2
	"Too Boolgh Bollay Batton in opocon accident area	_	_
8	Implementation of Speech Assistant & Vehicle Properties Area		
	Further development of speech assistant and vehicle properties area		
	#110 Design and implement tile to show vehicle identifier		
	number in vehicle properties area	3	5
	#141 Design GUI for batterie low message in vehicle prop	3	2
	#136 Research if functionality of changing the vehicle identifier number	3	1
	#137 Buttons are displaced from the image of the steerin	5	3
	#139 Get a notification when battery level drops below a		
	self selected level	5	3

9	Implementation of Test Drive area & further development of Speech As Design & implementation of test drive area and further use cases		roa
	#107 Implement functionality of PTT speech assistant	8	8 8
	#108 Implement functionality of TTT speech assistant	1	1
	#112 Design and implement tile to show battery level in	,	·
	vehicle properties area	5	5
	#116 Refactor GUI of starting page	5	5
	#147 Design GUI for test drive area on starting page and Implement functionality to enter it	2	2
	#150 Design and Implement a tile for starting/stopping a recording of a test drive in the test drive area	3	3
	#157 Refactor buttons in navigation use case area	3	3
	#161 Design and implement list of test drive recordings in test drive area	3	3
	#166 Design and implement GUI for list in media play area		3
10	Christmas Break	n/a	n/a
11	Implementation of Use Cases for recording test drives & further development	-	_
	Implementation of functionality to record/view test drives & activati	ng MediaBrowserServ	ice
	#151 Implement functionality of starting/stopping a recording of a test drive	5	5
	#163 Implement functionality of viewing log of recorded test drive	3	5
	#165 Design and implement toggle button for MediaBrowserService	2	2
	#176 Implement steering wheel button: SkipBackward / SeekBackward	3	3
	#178 Implement sequence of pressing steering wheel buttons	3	3
	#180 Fix navigation indicator not turning red	1	1
12	Further implementation of Use Cases for test drives and steering whee	\1	
1.4	Implementation of functionality for adding and deleting test drives		utton sequences

		#179 Implement functionality of exporting logs from test drive	3	3
		#185 Implement functionality of deleting previously		
		recorded test drives	3	3
		#186 Implement functionality to add new steering wheel		
		button sequences	5	5
		#187 Implement popup receiving specific ADB command	5	3
		#177 Update User Documentation	3	2
13	l act Implemen	ntations and Clean-Up for the Final Project Release		
13		nations and Clean-op for the Final Froject Release lentation of remaining functionality and preparation for final project	rologeo	
	implem		ICICASE	
		#194 Implement functionality to delay a speech	0	2
		interaction in the speech assistant area	2	2
		#197 Create Demo Day video	8	13
		#175 Update UML in the Documentation	5	5
		#174 Clean up branches in GitHub	2	1
14	•	of unecessary areas and bug fix of test classes		
	Clean-l	up the tiles and fix one last bug		
		#203 Remove remaining range from vehicle properties	1	1
		#199 Remove Power Management area	1	1
		#201 Remove tile for Day/Night mode in vehicle		
		properties area	2	2
		#200 Remove Media Play Area	1	1
		#202 Check test classes	3	3



#	Feature Definition of Done	Sprint Release Definition of Done	Project Release Definition of Done
	- Code compiles and builds	- DoD of each feature in the sprint release is met	- Everything from the Sprint release is fullfilled
	- Acceptance criteria are met	- No known severe bugs open	- All implemented features must be fully working
	- Tests have been written and were passed	 All feature tests were passed 	- Documentation is available
	- Code is peer-reviewed	- Feature is merged into the main branch	- APK is available
	- Feature is merged into development branch	- Implemented Issues are closed	
	- Documentation is updated	- Feature board is updated	
	- Bill of Materials is updated	- Sprint Release Candidate is properly tagged	

Туре	Link / reference
user documentation	https://github.com/amosproj/amos2022ws02-automotive-test-app/wiki/User-documentation
build documentation	https://github.com/amosproj/amos2022ws02-automotive-test-app/wiki/Build-Documentation
design documentation	https://github.com/amosproj/amos2022ws02-automotive-test-app/wiki/Design-Documentation

# Context	Name	Version	License	Comment
1 junit	junit	4.13.2	Eclipse Public	https://github.com/junit-team/junit4
2 androidx.core	core-ktx	1.9.0	Apache 2.0	https://github.com/androidx/androidx
3 androidx.appcompat	appcompat	1.5.1	Apache 2.0	
4 androidx.test.ext	junit	1.1.3	Apache 2.0	
5 androidx.test.espresso	espresso-core	3.4.0	Apache 2.0	
6 androidx.activity	activity-ktx	1.6.1	Apache 2.0	
7 androidx.constraintlayout	constraintlayout	2.1.4	Apache 2.0	
8 androidx.media	media	1.6.0	Apache 2.0	
9 androidx.fragment	fragment-ktx	1.5.4	Apache 2.0	
10 com.google.android.material	material	1.7.0	Apache 2.0	https://github.com/material-components/material-
11 JLLeitschuh	ktlint-gradle	11.0.0	MIT license	https://github.com/JLLeitschuh/ktlint-gradle
12 androidx.lifecycle	lifecycle-*	2.5.1	Apache 2.0	https://github.com/androidx/androidx
13 androidx.navigation	navigation	2.5.3	Apache 2.0	
14 org.hamcrest.Matchers	hamcrest matcher	1,3	BSD-3-Clause	https://github.com/hamcrest/JavaHamcrest
15 io.mockk	mockk	1.13.2	Apache 2.0	https://github.com/mockk/mockk
16 androidx.car.app	Car App	1.3.0	Apache 2.0	
17 com.squareup.moshi	Moshi	1.14.0	Apache 2.0	https://github.com/square/moshi

Last Name	First Name	Value			
Rehm	Ronja				
Schreiner	Stefanie		#####	#####	
Wüllner	Corinna				
Güder	Emre				
Hausding	Anders		0	No size	
Lang	Daniel		1	Trivial size	
Müller	Hanna		2	Small size	
Schmid	Tobias		3	Medium size	
Sulzbach	Lara		5	Large size	
Tuncay	Berkan Ender		8	Very large size	
			13	Too large (size)	